

AGES 8 & UP

1,2 or 4 Players

Item No. 42001



Contents: Game Unit, 2 Balls

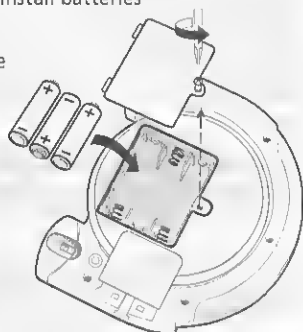
IMPORTANT

- If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button (shown later in instructions). If the game still doesn't function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

INSTALL BATTERIES

Requires 3 "AA" or LR6 SIZE BATTERIES (NOT INCLUDED)
Phillips screwdriver (not included) required to install batteries
To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (located on the back of the unit) and open the door.
2. Insert 3 new "AA" size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.
4. If this game malfunctions or "locks up," use a ballpoint pen to press the RESET button.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.



CAUTION:

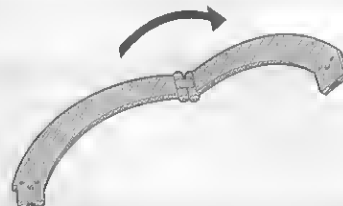
1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.

4. Remove batteries if product is not to be played with for a long time.
5. Do not short circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision.
DO NOT RECHARGE OTHER TYPES OF BATTERIES.

ASSEMBLY

Assemble the game unit as shown in the illustrations below.

1. Unfold the connecting arm and place it on the floor as shown.

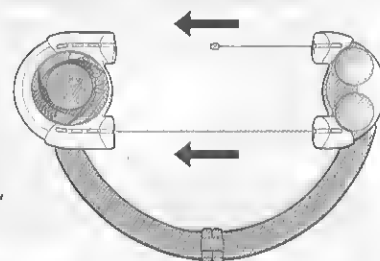


2. Carefully attach a game unit section to each end of the connecting arm as shown below.



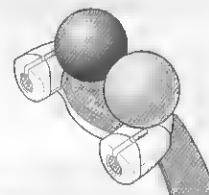
Note: If connections are not properly made, the game will repeatedly beep when the ON button is pressed. Shut the game unit off, and make sure all connections are snug and correct.

3. Carefully pull out one string and attach it to the opposite unit as shown below. Then do the same for the other string.
Each string marks the location of the invisible light beam.

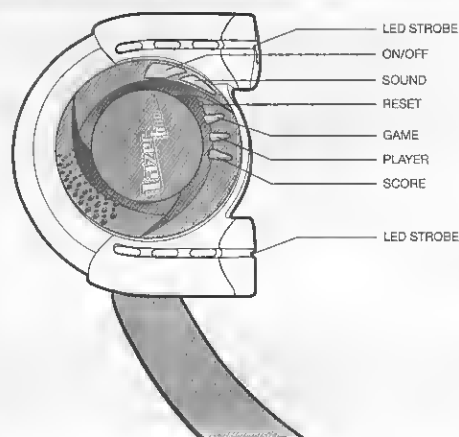


Note: when you are finished playing, simply unhook the string. It will automatically retract into the unit.

4. Place balls into their matching color holders as shown.



A LOOK AT THE GAME UNIT

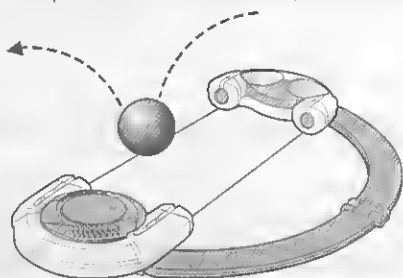


BUTTONS AND FEATURES

- ON / OFF** – Press to turn the game on and off. The game will also turn off automatically after 3 minutes of non use.
- SOUND** – Press to change the sound level from normal to low, or to turn the sound off.
- RESET** – Press with a ballpoint pen if your game operates erratically or “locks up.”
- GAME** – Press to select Game 1, 2, or 3. You may press and hold the GAME button for 3 seconds during game play to stop the game and switch to a different game, or change the number of players.
- PLAYER** – Press to select Solo (1-player), 2-player, or Team play (4-player).
- SCORE** – Press to repeat the score for a game just completed. (A score of zero will not be announced.) Also announces the highest score ever achieved for the game. If you want to clear the current game's highest score, press and hold the SCORE button for 4 seconds.
- LED STROBE** – The LED STROBE will flash on the same side as the invisible electronic beam that you want to hit.

OBJECT OF THE GAME

Aim for the string to bounce your ball into the invisible light beam. Break the beam as many times as possible to score the most points.



HOW TO PLAY

Lazer Bounce may be played by 1, 2, or 4 players. There are 3 ways to play. Set the game unit on the floor and have all players gather around it.

1. Press ON / OFF to turn on the game.

Note: If game unit has not been properly assembled, it will repeatedly beep when the ON button is pressed. Shut the game unit off, and make sure all connections are snug and correct as shown in the Assembly section of the instructions.

2. The game will automatically begin with Game 1 for 2 players. It will announce “LET’S PLAY SHOW DOWN, 2 PLAYER.”
3. If you want to play the 2-player version of Show Down, simply hit either light beam as directed by the game. The unit will then announce “READY! ... GO!” See GAME 1: SHOW DOWN, 2-player game, or Team play (4 players).
4. If you would like to select a different number of players, or a different game variation, press GAME repeatedly to select games 1 – 3. Press PLAYER repeatedly to select Solo play (1-player), 2-player game, or Team play (4 players). Hit either light beam, and the game unit will then announce “READY! ... GO!” Game play then begins as described below.

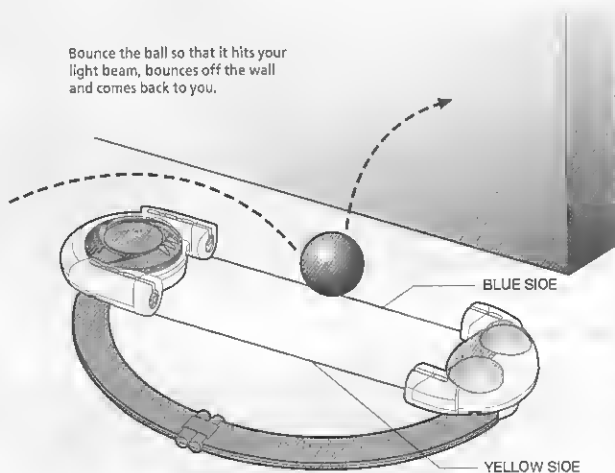
Note: At any time during play, you can switch games by pressing the GAME button for 3 seconds. The game unit will then ask you to select a new game.

GAME 1: SHOW DOWN

Solo Play

Object: Score 20 points as quickly as possible.

Set-up: Place the game unit next to a wall as shown below.



Earn 1 point each time you bounce your ball through the beam on the blue side. Careful! Each time you hit the other light beam, you lose 1 point.

Bonus Point: If your light beam is hit 2 times within 2 seconds, you are awarded 1 extra point.

2-Player Game

Object: Be first with 20 points to win.

Set-up: You stand on one side of the game, your opponent stands on the other side. Bounce the ball back and forth to each other. Each time you hit your light beam, you earn 1 point. Careful! If you hit your opponent's light beam, your opponent wins 1 point.

Bonus Point: If you hit your light beam 2 times in a row within 2 seconds, you are rewarded 1 extra point.

Team Play (4-player game)

Object: Be the first team with 20 points to win.

Set-up: Choose a teammate and stand on opposite sides of the game unit. Then choose a light beam. Your opponents do the same. Each team takes 1 ball. When the game begins, each player bounces a ball to his or her team mate, attempting to hit their beam.

Each time you hit your team's light beam, you earn 1 point. Careful! If you hit the opposing team's beam, they win 1 point.

Bonus Point: If your light beam is hit 2 times within 2 seconds, your team is awarded 1 extra point.

GAME 2: TIME CHALLENGE

Solo Play

Object: Score as many points as possible in 45 seconds.

Set-up: Place the game unit next to a wall as shown in Game 1.

Strobe lights on the top of the unit will indicate which beam you must try to hit. Earn one point each time you bounce your ball through the light beam with the strobe flashing. As soon as you hit the beam, the strobe changes to the opposite beam which you must then hit! If you hit the wrong beam, you will lose 1 point. After 45 seconds, your score will be announced.

Bonus Point: If you hit a light beam (with the strobe flashing) 2 times within 2 seconds, you are awarded 1 extra point.

2-Player Game

Object: Score the most points in 45 seconds to win.

Set-up: You stand on one side of the game, your opponent stands on the opposite side. Bounce the ball back and forth to each other. Each time you hit your light beam, you earn 1 point. Careful! If you hit your opponent's light beam, your opponent wins 1 point. At the end of 45 seconds, both scores will be announced.

Bonus Point: If your light beam is hit 2 times within 2 seconds, you are awarded 1 extra point.

Team Play (4-player game)

Object: Score as many points as possible in 45 seconds.

Pick a teammate and stand on opposite sides of the game unit. Pick a light beam. Your opponents do the same. Each team takes 1 ball. When the game begins, each player bounces a ball to his or her teammate, attempting to hit their beam.

Each time you hit your team's light beam, you earn 1 point. Careful! If you hit the opposing team's beam, they win 1 point. At the end of 45 seconds, both scores will be announced.

Bonus Point: If your light beam is hit 2 times within 2 seconds, your team is awarded 1 extra point.

GAME 3: 5-POINT LEAD

Solo Play

Object: Score as many points as possible before missing 5 times. (The 5-Point Lead refers to the 2-player and team game play.)

Set-up: Place the game unit next to a wall as shown in Game 1.

Two different strobe lights on the top of the unit will indicate which beam you must try to hit at any given moment. You must hit the beam indicated by bouncing your ball through it as described earlier. Earn 1 point each time you do so. The strobe will change randomly – so watch carefully. If you hit the wrong beam, or it shuts off before you hit it, you lose a point. The game ends when you miss 5 times. Your score will be announced at the end of the game.

Bonus Point: If you hit a light beam (with the strobe flashing) 2 times within 2 seconds, you are awarded 1 extra point.

2-Player Game

Object: Be first with a 5-point lead to win.

Set-up: You stand on one side of the game, your opponent stands on the opposite side. Bounce the ball back and forth to each other. Each time you hit your light beam, you earn 1 point. Careful! If you hit your opponent's light beam, your opponent wins 1 point. The game will announce who is ahead – and by how

many points – throughout the game. The first player to gain a 5-point lead wins.

Bonus Point: If your light beam is hit 2 times within 2 seconds, you are awarded 1 extra point.

Team Play (4-player game)

Object: Be the first team with a 5-point lead to win.

Pick a teammate and stand on opposite sides of the game unit. Pick a light beam. Your opponents do the same. Each team takes 1 ball. When the game begins, each player bounces a ball to his or her teammate, attempting to hit their beam. Each time you hit your light beam, you earn 1 point. Careful! If you hit the opposing team's beam, they will win 1 point. The game will announce which team is ahead – and by how many points – throughout the game. The first team to gain a 5-point lead wins.

Bonus Point: If your light beam is hit 2 times within 2 seconds, your team is awarded 1 extra point.

CREATE YOUR OWN GAMES

There are lots of other fun, creative ways to play Lazer Bounce. Here are just a few possibilities:

Blitz – 2 players bounce 1 ball back and forth into the beam as quickly as possible. See how many points you can score!

Double Blitz – 2 players bounce 2 balls simultaneously back and forth into the beam. Try to score mega-points!

No Strings Attached – Try to break the beam without using the strings as guidelines.

REPEATING OR CLEARING A SCORE

Press the SCORE button to repeat the score for a game just completed. (A score of zero will not be announced.) If you want to clear the current game's highest score, press and hold down the SCORE button until you hear a beep sound.

AUTOMATIC SHUT OFF

Your game unit will shut off automatically after 3 minutes of non-use.

MAINTENANCE

- Handle the game carefully,
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game, or push in the RESET button.

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200,
Pawtucket, RI 02862

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

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Pawtucket, RI 02862

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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FCC NOTICE

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

UK CONSUMER INFORMATION

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Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO 80X 43, Caswell Way, Newport, Wales, NP19 4YD

or telephone our Helpline on 00 800 2242 7276

CLASS 1 LED PRODUCT



TIGER
GAMES

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U.S. Patent Pending

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